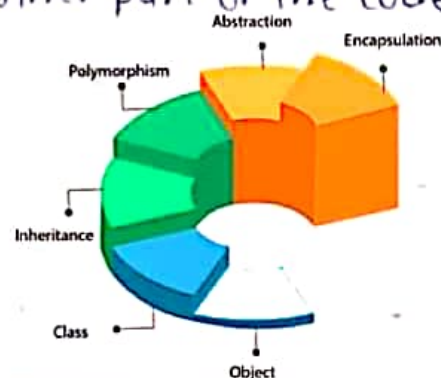# OOPS IN C++

The main aim of OOP is to bind together the data and the functions that operate on them, so that no other part of the code can access this data except this function.

Class: It is a user defined data types, which holds its own data members functions, which can be accessed and used by creating an instance of that class.

Object: When a class is defined no memory is allocated but when is instantiated (i.e., object is created) memory is allocated.

Encapsulation: In OOP, Encapsulation is defined as binding together the data and the functions that manipwares them.

Abstraction: Abstraction means displaying only essential information and hiding the details.
- Abstraction using classes
- Abstraction using Header files (math.h → Pow())

Polymorphism: In simple words, we can define polymorphism as the ability of a message to be displayed in more than one form.
- Operator Overloading
- Function Overloading

$$\downarrow \text{int sum}(10,20,30)$$
$$\text{int sum}(10,20)$$

1.

Inheritance: The capability of a class to derive properties and characteristics from another class is called inheritance.
- Subclass
- Superclass
- Reusability

Dynamic Binding: In dynamic binding, the code to be executed in response to function call is decided at run time.

Constructors: A Constructors is a member function of a class which initializes object of a class. In C++ constructors is automatically called when the object creates.

    It has same name as class itself.
    Constructor don't have a return type.
1. Default Constructor (No Parameter Passed).
2. Parametrized Constructor.
3. Copy Constructor.

Destructor in C++: Derived class destructor will be invoked first, then the base class destructor will be invoked.

Access Modifier: Public - can be accessed by any class

Private :- can be accessed only by a function in a class
    (Inaccessible outside the class).

Protected :- It can also Inaccessible outside the class but can be accessed by subclass of that class.

Note: If we do no specify any access modifier inside the class then by default the access modifier for the member will be private.

Friend class: A friend class can access private and protected members of other class in which it is declared as friend.

    Ex -: friend class B;

Local class in C++ : A class declared inside a function become local to that function and is called local class. All the methods of local class must be defined inside the class only.

Virtual Function and Runtime Polymorphism :

A virtual function is a member function which is declared within a base class and redefined (overriden) by derived class. Function are declared with virtual keyword in base class.

Exception Handling in C++ :

try : represent a block of code that can throw an exception.

catch : represent a block of code that get executed when error is thrown.

throw : Used to throw an exception.
- There is a special catch block → catch (...)
- It catches all types of error.

• Inline function

→ Inline is a request not command.
- It is function that is expanded in line when it is called.
When the inline function is called, whole code get inserted or substituted at the point of inline function call.

```
inline return - type fun (    )
{
    .....
}
    .....
```

• Function Overloading is a feature in C++ where two or more functions can have same name but different parameters.

```
void print ( int i )
{
    cout << "Here is int "<<i<< endl;
}
```

```
void print ( float i )
    {
        cout<< "Here is float " <<i<< endl;
    }
    int main
    {
        Print (10);
        Print (10.12);
    }
```

Difference b/w c and C++

C	C++
1. C supports procedural prog.	★ C++ is known as hybrid language because it supports both procedural and object oriented programming.
2. As C does not supports the OOPs concept so it has no supports for polymorphism, encapsulation and inheritance.	★ C++ has supports for polymorphism, encapsulation and inheritance as it is an OPPs language.
3. C is a subset of C++.	★ C++ is superset of C.
4. C contains 32 keywords.	★ C++ contains 52 keywords. (public, private, protected, try, catch, throw...).
5. C is a function driven language.	★ C++ is an object driven language.
6. Function and Operator Overloading is not support in C.	★ C++ supports function & operator overloading.
7. C does not support exception handling.	★ C++ supports exception handling using try and catch.

- Structure is a collection of dissimilar elements.
- Static Member in C++

→ Static variable in a function: When a variable is declared as static, space for it get allocated for the lifetime of the program (default intialized to 0). Even if the function is called multiple times, the space for it is allocated once.

5.

- **Static Variable in a Class:**

→ Declared inside the class body.

→ Also Known as class member variable.

→ Static variable doesn't belong to any object, but to the whole class.

→ They must be defined outside the class.

→ There will be only one copy of static member variable for the whole class.

```
Ex: class Account
    {        Private:
                int balance;
                static float roi;
             Public:
                void setbalance (int b)
                { balance = b; }
    };
```

// intialised outside class
```
              Float Account :: roi = 3.5 F;
              void main
    {         Account a1;
    }
```

- Object can also be declared as static.
     static Account a1;

• Static function in a class

Static member functions are allowed to access only the static data members or other static member functions.

• Constructors:

→ Constructor is an special member function of the class. It is automatically invoked when an object is created.

→ It has not return type.

→ Constructor has same name as class itself.

→ If we do not specify, then C++ compiler generates a default Constructor for us.

6.

Constructor		

| Default class_name( )	Parameterized class_name (parameters)	Copy class_name (const class_name & obj)

Update ( )
{ a = 10;
  b = 20;
 	
}
	Update (int x, int y)
	{ a = x ;
	    b = y ;
	
	}
		Update (const Update & P₂)
		{ a = P₂.a ;
		   b = P₂.b ;
		}

Compiler generates two Constructor by itself.
1. Default Constructor.
2. Copy Constructor.

But if any of the Constructor is created by user, then default Constructor will not be created by compiler.

Construction Overloading can be done just like function overloading.

Defawt (compiler's) copy Constructor can done only shallow Copy.

(Points to same memory location)

obj 1   obj 2.
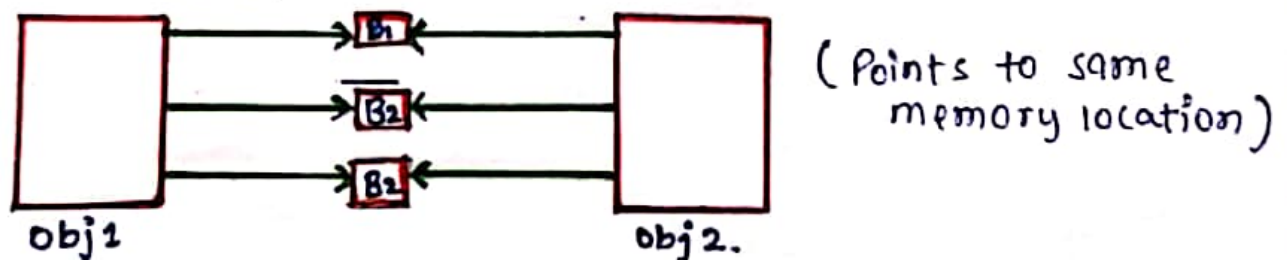
Deep copy is possible only with user defined Constructors. In user defined copy constructor, we make sure that pointers of copied object points to new memory location.

Can we make copy constructor private ? Yes.

Why argument to copy constructor must be passed as a reference?

Because if we passed value, then it would made to call copy constructor which become non-terminating.

obj 1

Deep Copy.

obj 2
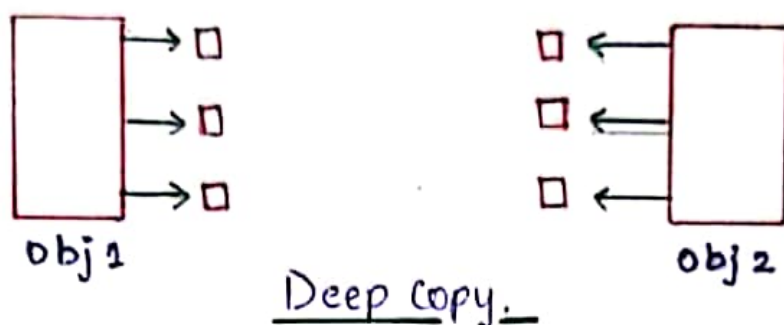
- Destructor

→ Destructor is a member function which destructs or delete an object.

→ Destructor don't take any argument and don't have any return type.

→ Only one destructor is possible.

→ Destructor cannot be static.

→ Actually destructor doesn't destroy object, it is the last function that invoked before object destroy.

Object

Resource

Destructor is used, so that before deletion of object we can free space allocated for this resource.

B/c if object gets deletion then space allocated for object will be free but resource doesn't.

- Operating Overloading

C++ have the ability to provide special meaning to the operator.

```
Class Complex
{
    .....
                    Complex operator + (complex & c1)
                    {
                            complex res;
                            res.a = c1.a;
                            res.b = c2.b;
                    }
}

int main ()
{       C = C1 + C2
}
```

As ' + ' can't add complex no's directly. so we can define a function
with name + but we need write operator keyword before it.
so, we can use au operator like this.

Friend class

A friend class access the private and protected members of other
class in which it is declared as friend.
There can be friend class and friend function.

• Ex:
```
                Class Box
                { Private:
                        double width;
                  Public:
                        friend void printwidth (Box box);
                }

                Void Box :: setwidth (Boxdouble Wid)
                {       width = Wid;;        }

                Void Printwidth (Box box)
                {       Cout << box. width;   }

                int main ( )
                {
                        Box box;
                        box. setwidth (14);
                        Printwidth (box);
                }
```

9.

Inheritance

It is a process of inheriting properties and behaviour of existing class into a new class.

```
Class Base_class
{
};
```

```
Class der_class : visibility_mode
                      Base_class
{
};
```
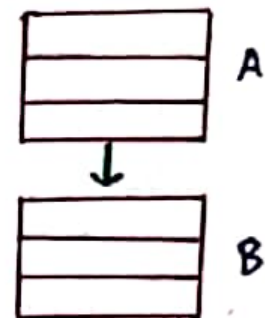
Ex:
```
Class car
{
};
```

```
Class Sports_car: Public Car
{
};
```
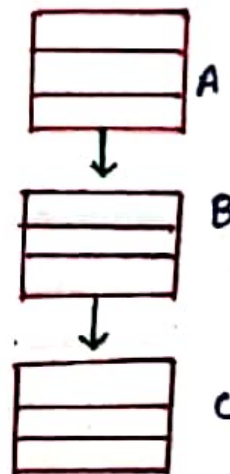
Types of Inheritance:

a). **Single Inheritance:**

```
Class B: Public A
{
};
```
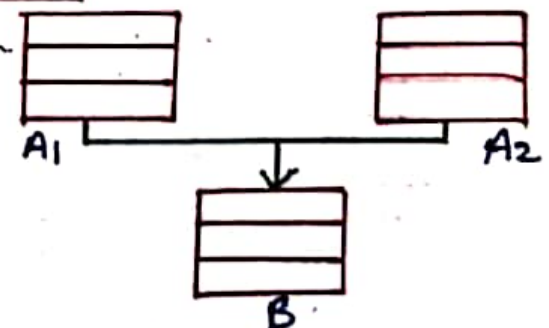

b). **Multilevel Inheritance:**
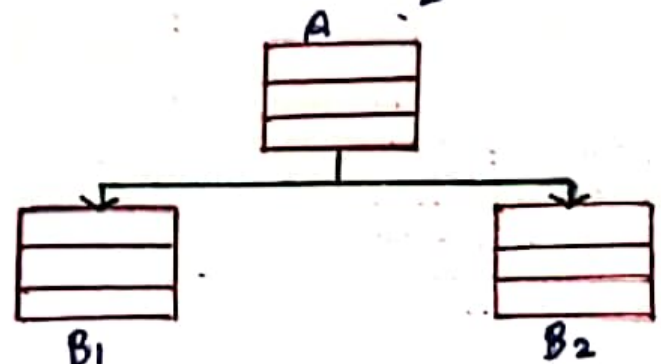
```
Class B: Public A
{
};
Class C: Public B
{
};
```


c). **Multiple Inheritance:**

```
Class A₁        Class A₂
{               {
};              };
  Class B : Public A₁,Public A₂.
  {
  };
```
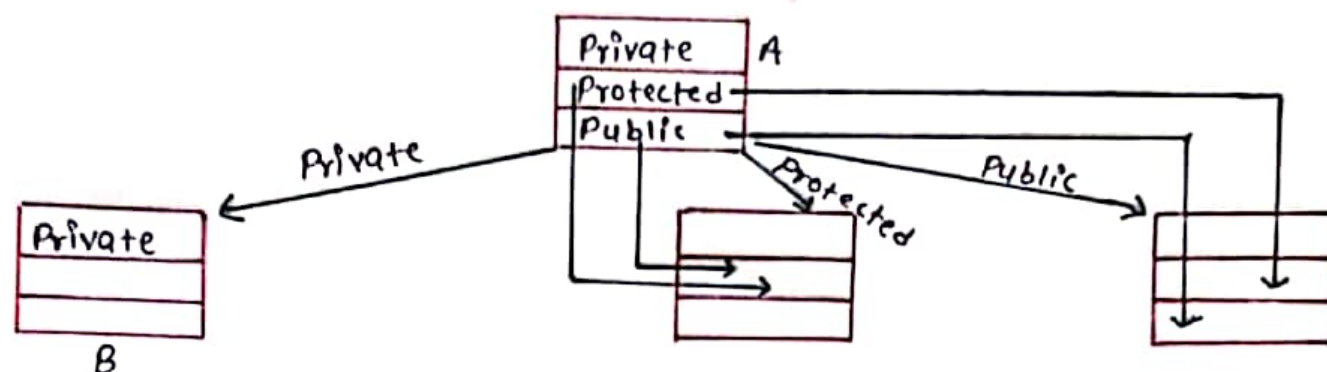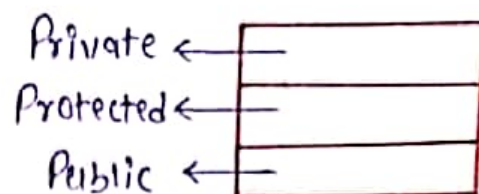

d). **Heirorchical Inheritance**

```
Class B₁ :  Public A
{
};  Class B₂ : Public A
{
};
```

→ Visibility Mode
A — base class
B — Sub class

Private ←⊏
Protected ←⊏
Public ←⊏

If B is subclass and visibility mode is Public.

    class A: Public B
    {

    }

then public member of A will be Public in B, and protected will protected.

If visibility mode is private then both protected and public member of A will be private member of B.

— Is a Relationship is always implemented as a public inheritance.

— Constructor and Destructor in Inheritance

First child class constructor will run during creation of object of child class, but as soon as obj is created child class constructor run and it will call constructor of it's parent class and after the execution of parent class constructor it will resume it Constructor execution.

B( )→child   A( )→ Parent constructor
        :   call
    {

    }

Constructor exec,
obj
↓
Child Const
↓
Parent const
↓
Complete parent
↓
Complete child

While in case of destructor first
child destructor exec,
then parent desc. executed.

this Pointer

Every object in C++ has access to its own address through an important pointer called this pointer.

Friend function doesn't have a 'this pointer, b/c friends are not member of a class. Only member function have this pointer.

```cpp
Class Box
{       Private:
                int l,b,h;
        Public:
                Void set (int l, int b, int h)
                {       this → l = l;
                        this → b = b;
                        this → h = h;
                }
};
        Int main ( )
        {  —        Box b;
                     b.set (5, 10, 4);
        }
```

Method OverRiding (achieved at run time)

It is the redefinition of base class function in its derived class, with same return type and same parameters.
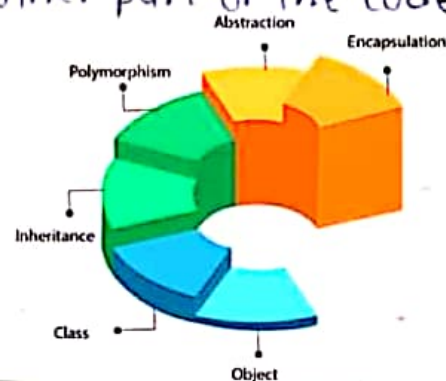While method overloading is achieved at Compile time.

```cpp
Ex:
        Class car
        {       Private:
                        int gear no;
                Public:
                        void change_gear (int gear)
                        {   gear ++;
                        }
        }
        class sports car : public car
        {          void change_gear (int gear)
                   {    if (gear > 5)
                             gear ++;
                   }
        }
        Int main
        {        sports car    sc;
                 sc.change_gear (4);
        }
```

OODPS IN C++

The main aim of OOP is to bind together the data and the functions that operate on them .so that no other part of the code can access this data except this function.

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Encapsulation
Polymorphism
Inheritance
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Object

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1.

Function of sports car class will be called.

While calling change_gear( ), first it check if any fun with this name exist in calling class, otherwise it goes to base class.
Usefu: Like we have change_gear for all except one car which have unique method of gearchange.

Virtual Function

A virtual function is a member function which is declared with a 'virtual keyword' in the base class and redeclared (overridden) in a derived class. When you refer to a object of derived class using pointer to a base class, you can call a virtual function of that object and execute the derived class's version of the function.

- They are used to achieve Run time Polymorphism.
- Virtual function cannot be static and also cannot be friend function of another class.

Compile-time (Early binding) vs Run-time (Late binding)

```
class base
{
            Public:
                        virtual void print ( )
                {       cout<< " This is base print"<< endl; }

                        void show ( )
                {       cout<< " Base show fun"<< endl; }
}
class derived
{
            Public:
                        void print ( )
                {       cout<< "derived print"<< endl; }

                        void show ( )
                {       cout << " derived show fun"<<endl; }
}
        int main ( )
{           base bptr;
            derived der;
            bptr = &der;

        bptr → print ( );           // Run time
        bptr → show ( );            // compile time
}
```

Output: derived print // <u>Late Binding</u>
Base show fun // <u>Early Binding</u>

As during compiler time bptr behaviour judged on the bases of which class it belong, so bptr represent base class.
If the function is not virtual then it will allow binding at compiler time and print fun of base class will get binded b/c bptr represent base class.

   But at run time bptr points to the object of class derived, so it will bind function of derived at run time.

## Working of Virtual Function (vTable & vPtr)

If a class contains virtual function then compiler itself does two things:

1. A virtual pointer (VPTR) is created every time obj is created for that class which contains virtual function.

2. Irrespective of object is created or not, static array of pointer called vTable where each cell point to each virtual function is created, in base class and derived class.

VPTR → during Early Binding → VTABLE for Base class

VPTR → Late Binding → VTABLE for derived class
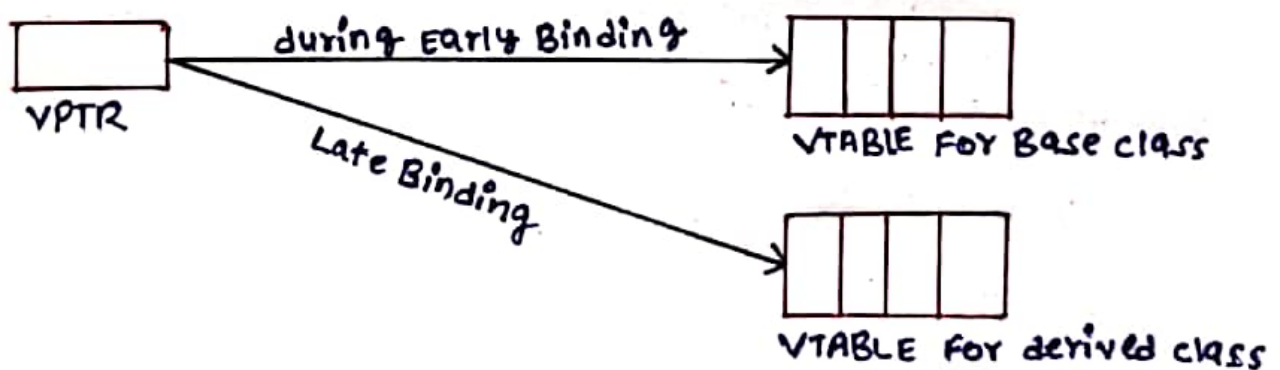
Pure Virtual function and abstract class

Sometimes implementation of all function cannot be provide in the base class. Such a class is called abstract class.
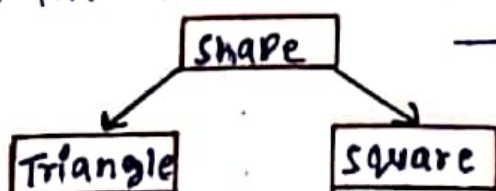
Shape ——→ draw( )
          ↳ But there can't be any implementation of draw ( ) fun in the base class.

Triangle   Square

A Pure virtual function in C++ is a virtual function for which we don't have any implementation, we only declare it.

|| Abstract class

```
class Test
{       public:
              virtual void fun() = 0;  ← Pure virtual function.
}
```

1. A class is abstract if it has atleast one pure virtual function. We cannot declare object of abstract class.
   Ex: Test t; will show error.
2. We can have pointer or refrence of abstract class.
3. We can access the other functions except virtual by object of its derived class.
4. If we don't override the pure virtual function is derived class then it become abstract.
5. An abstract class can have constructors. (Read from GFG).

Template in C++

```
template < class x>      check a, xb
{   if (a > b)
              return a;
         else return b;
}
```

It just help in data type. so that we can write generic function that can be used for different data type.

Dynamic Constructor

When allocation of memory is done dynamically using dynamic memory allocator 'new' in constructor.

```
class geeks
{       public:
              void fun() { P = new char(6); }
}
         int main()
         { geeks g = new geeks();
}
```